

Simplicial Surfaces

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Chapter 1

What can it do?

The `SimplicialSurface`-package contains this basic functionality:

1. Working with simplicial surfaces (and generalisations of that), for example: `TODO`
2. Working with edge colourings of simplicial surfaces (for the purposes of an embedding)
3. Treatment of folding and unfolding for these objects. `TODO`

We want to show an image of a triangle: After the image we put another one. This ends our minimal example.